

# HITACHI

Hitachi Displays, Ltd.

Date : Dec. 6, 2004

## **Technical Sheets of 32 inch diagonal WXGA Super-TFT Module**

**Product Name : TFTMD80160CBC**

### CONTENTS

| No. | Item                       | Sheet No.          | Page         |
|-----|----------------------------|--------------------|--------------|
| -   | COVER                      | 3284STD - 2345 - 2 | 1-1/1        |
| -   | RECORD OF REVISION         | 3284STD - 2345 - 2 | 2-1/1        |
| -   | DESCRIPTION                | 3284STD - 2345 - 2 | 3-1/1        |
| 1   | ABSOLUTE MAXIMUM RATINGS   | 3284STD - 2345 - 2 | 4-1/1        |
| 2   | OPTICAL CHARACTERISTICS    | 3284STD - 2345 - 2 | 5-1/2 - 2/2  |
| 3   | ELECTRICAL CHARACTERISTICS | 3284STD - 2345 - 2 | 6-1/1        |
| 4   | BLOCK DIAGRAM              | 3284STD - 2345 - 2 | 7-1/1        |
| 5   | INTERFACE PIN ASSIGNMENT   | 3284STD - 2345 - 2 | 8-1/6 - 6/6  |
| 6   | INTERFACE TIMING           | 3284STD - 2345 - 2 | 9-1/3 - 3/3  |
| 7   | DIMENSIONAL OUTLINE        | 3284STD - 2345 - 2 | 10-1/2 - 2/2 |
| 8   | DESIGNATION OF LOT MARK    | 3284STD - 2345 - 2 | 11-1/1       |
| 9   | COSMETIC SPECIFICATIONS    | 3284STD - 2345 - 2 | 12-1/3 - 3/3 |
| 10  | PRECAUTION                 | 3284STD - 2345 - 2 | 13-1/3 - 3/3 |

The information described in this technical specification is tentative and it is possible to be changed without prior notice.

|                        |      |            |           |                    |      |       |
|------------------------|------|------------|-----------|--------------------|------|-------|
| Hitachi Displays, Ltd. | Date | Dec.6,2004 | Sheet No. | 3284STD - 2345 - 2 | Page | 1-1/1 |
|------------------------|------|------------|-----------|--------------------|------|-------|

## RECORD OF REVISION

[illegible]

## **DESCRIPTION**

The following specifications are applied to the following Super-TFT module.

Note : Inverter for back light unit is built in this module.

**Product Name : TFTMD80160CBC**

### **General Specifications**

|                         |                                                               |          |
|-------------------------|---------------------------------------------------------------|----------|
| Effective Display Area  | : (H)697.6845 × (V)392.256                                    | (mm)     |
| Number of Pixels        | : (H)1,366 × (V)768                                           | (pixels) |
| Pixel Pitch             | : (H)0.51075 × (V)0.51075                                     | (mm)     |
| Color Pixel Arrangement | : R+G+B Vertical Stripe                                       |          |
| Display Mode            | : Transmissive Mode<br>Normally Black Mode                    |          |
| Top Polarizer Type      | : Anti-Glare                                                  |          |
| Number of Colors        | : 16,777,216                                                  | (colors) |
| Viewing Angle Range     | : Super Wide Version<br>(Horizontal & Vertical : 170°, CR 10) |          |
| Input Signal            | : 1-channel LVDS (LVDS:Low Voltage Differential Signaling)    |          |
| Back Light              | : 16 pcs. of CCFL                                             |          |
| External Dimensions     | : (H)780.0 × (V)450.0 × (t)50.5                               | (mm)     |
| Weight                  | : 8,500g typ.                                                 |          |

# 1. ABSOLUTE MAXIMUM RATINGS

## 1.1 Environmental Absolute Maximum Ratings

| ITEM                        | Operating      |           | Storage        |             | Unit             | Note  |
|-----------------------------|----------------|-----------|----------------|-------------|------------------|-------|
|                             | Min.           | Max.      | Min.           | Max.        |                  |       |
| Temperature                 | 0              | 50        | -20            | 60          |                  | 1),5) |
| Humidity                    | 2)             |           | 2)             |             | %RH              | 1)    |
| Vibration                   | -              | 4.9(0.5G) | -              | 14.7 (1.5G) | m/s <sup>2</sup> | 3)    |
| Shock                       | -              | 29.4(3G)  | -              | 294 (30G)   | m/s <sup>2</sup> | 4)    |
| Corrosive Gas               | Not Acceptable |           | Not Acceptable |             | -                |       |
| Illumination at LCD Surface | -              | 50,000    | -              | 50,000      | lx               |       |

Note 1) Temperature and Humidity should be applied to the glass surface of a Super-TFT module, not to the system installed with a module.

The temperature at the center of rear surface should be less than 70 °C on the condition of operating. The brightness of a CCFL tends to drop at low temperature. Besides, the life-time becomes shorter at low temperature.

2) Ta ≤ 40 °C Relative humidity should be less than 85%RH max. Dew is prohibited.

Ta > 40 °C Relative humidity should be lower than the moisture of the 85%RH at 40 °C.

3) Frequency of the vibration is between 15Hz and 100Hz. (Remove the resonance point)

4) Pulse width of the shock is 10 ms.

All mounting holes should be fixed. (Side mounting hole (4 locations), Top mounting hole (4 locations), Rear mounting hole (4 locations)).

5) Long operation under low temperature may cause some portion of display area to be reddish for several minutes after turning on the product.

However, it does not affect the characteristics and reliability of the product.

## 1.2 Electrical Absolute Maximum Ratings

### (1)Super-TFT Module

V<sub>SS</sub> = 0 V

| ITEM                     | SYMBOL            | Min.  | Max. | Unit | Note  |
|--------------------------|-------------------|-------|------|------|-------|
| Power Supply Voltage     | V <sub>DD</sub>   | 0     | 13.2 | V    |       |
| Input Voltage for logic  | V <sub>I</sub>    | -0.3  | 3.6  | V    | 1)    |
| Electrostatic Durability | V <sub>ESD0</sub> | ± 100 |      | V    | 2),3) |
|                          | V <sub>ESD1</sub> | ± 8   |      | k V  | 2),4) |

Note 1)It is applied to pixel data signal and clock signal.

2)Discharge Coefficient : 200pF-250 Ω, Environmental : 25 °C -70%RH

3)It is applied to I/F connector pins.

4)It is applied to the surface of a metallic bezel and a LCD panel.

### (2) Back-light Inverter

V<sub>SS</sub> = 0 V

| ITEM                             | SYMBOL          | Min. | Max. | Unit | Note |
|----------------------------------|-----------------|------|------|------|------|
| Input Voltage                    | V <sub>in</sub> | 0    | 32   | V    |      |
| ON/OFF Control Input Voltage     | ON/OFF          | 0    | 5.5  | V    |      |
| Brightness Control Input Voltage | BRT             | 0    | 5.5  | V    |      |

## 2. OPTICAL CHARACTERISTICS

The following optical characteristics are measured under stable conditions. It takes about 30 minutes to reach stable conditions. The measuring point is the center of display area unless otherwise noted.

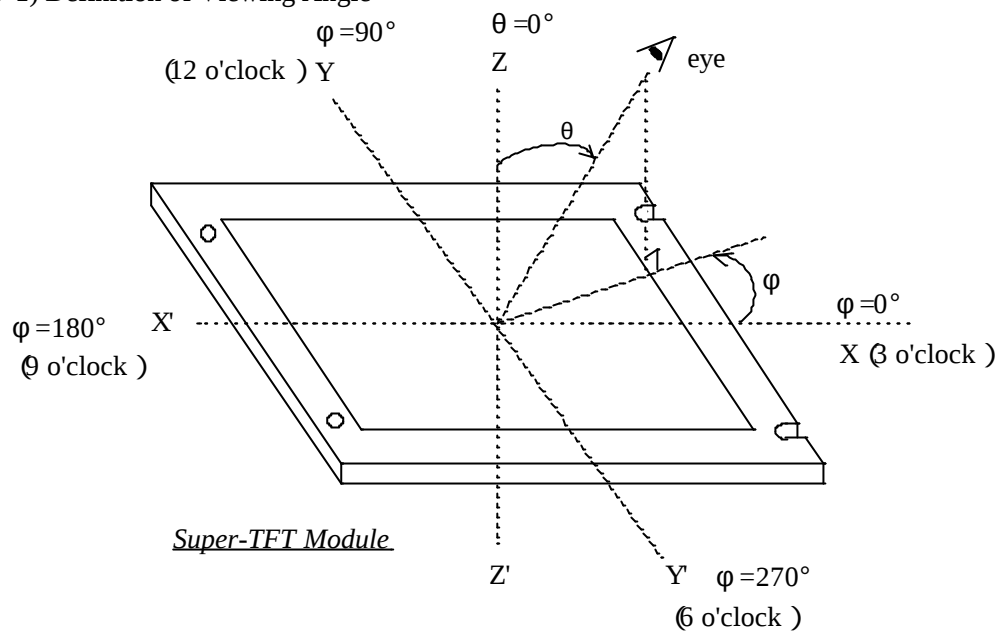
The optical characteristics should be measured in a dark room or equivalent state.

Measuring equipment :Pritchard 1980A, or equivalent

Temperature =25℃、VDD=12.0V、f V=60Hz、BRT:High(Duty:100%)

| ITEM                                 |                       | SYMBOL           | CONDITION                                                                                       | Min.  | Typ.  | Max.  | UNIT              | NOTE                    |
|--------------------------------------|-----------------------|------------------|-------------------------------------------------------------------------------------------------|-------|-------|-------|-------------------|-------------------------|
| Contrast Ratio                       |                       | CR               | $\theta = 0^{\circ}$<br>1)                                                                      | 400   | 800   | -     | -                 | 2)                      |
| Response Time                        | Rise                  | ton              |                                                                                                 | -     | 10    | 20    | ms                | 3)                      |
|                                      | Fall                  | toff             |                                                                                                 | -     | 9     | 20    | ms                | 3)                      |
| Brightness of white                  |                       | Bwh              |                                                                                                 | 350   | 500   | -     | cd/m <sup>2</sup> |                         |
| Brightness uniformity                |                       | Buni             |                                                                                                 | -     | -     | 30    | %                 | 4)                      |
| Color Chromaticity<br>(CIE )         | Red                   | $\bar{X}$        |                                                                                                 | 0.61  | 0.64  | 0.67  | -                 | [Gray scale =255]       |
|                                      |                       | $\bar{Y}$        |                                                                                                 | 0.29  | 0.32  | 0.35  |                   |                         |
|                                      | Green                 | $\bar{X}$        |                                                                                                 | 0.26  | 0.29  | 0.32  |                   |                         |
|                                      |                       | $\bar{Y}$        |                                                                                                 | 0.58  | 0.61  | 0.64  |                   |                         |
|                                      | Blue                  | $\bar{X}$        |                                                                                                 | 0.12  | 0.15  | 0.18  |                   |                         |
|                                      |                       | $\bar{Y}$        |                                                                                                 | 0.04  | 0.07  | 0.10  |                   |                         |
|                                      | White                 | $\bar{X}$        |                                                                                                 | 0.251 | 0.281 | 0.311 |                   |                         |
|                                      |                       | $\bar{Y}$        |                                                                                                 | 0.258 | 0.288 | 0.318 |                   |                         |
| Variation of Color Position<br>(CIE) | Red                   | $\Delta \bar{X}$ | $\theta = +50^{\circ}$<br>$\varphi = 0^{\circ}, 90^{\circ}$<br>$180^{\circ}, 270^{\circ}$<br>1) | -     | -     | 0.04  | -                 | 5)<br>[Gray scale =255] |
|                                      |                       | $\Delta \bar{Y}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      | Green                 | $\Delta \bar{X}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      |                       | $\Delta \bar{Y}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      | Blue                  | $\Delta \bar{X}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      |                       | $\Delta \bar{Y}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      | White                 | $\Delta \bar{X}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      |                       | $\Delta \bar{Y}$ |                                                                                                 | -     | -     | 0.04  |                   |                         |
|                                      | Contrast Ratio at 85° |                  |                                                                                                 | CR85° | 10    | -     |                   |                         |

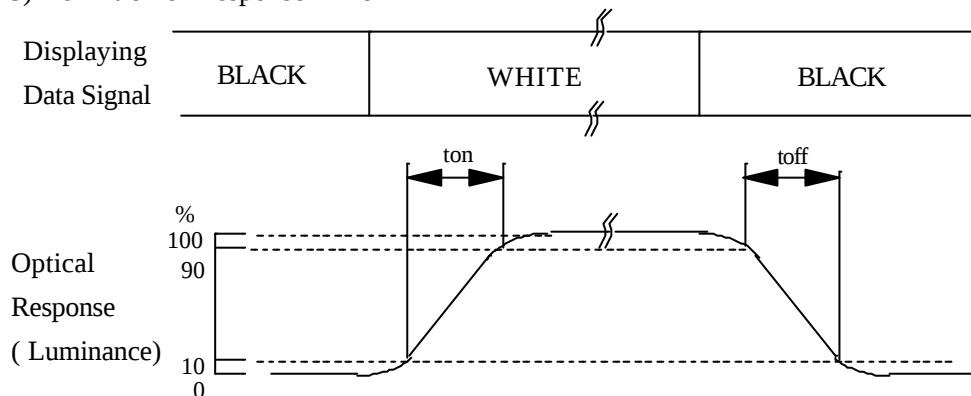
Note 1) Definition of Viewing Angle



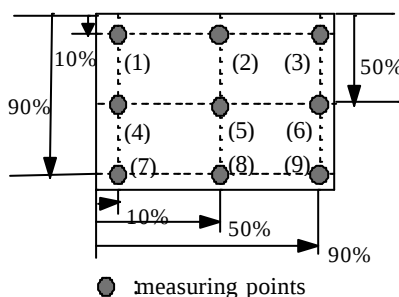
2) Definition of Contrast Ratio (CR)

$$CR = \frac{\text{(Luminance at displaying WHITE)}}{\text{(Luminance at displaying BLACK)}}$$

3) Definition of Response Time



4) Definition of Brightness Uniformity



Display pattern is white (255 level) . The brightness uniformity is defined as the following equation. Brightness at each point is measured, and average, maximum and minimum brightness is calculated.

$$Buni = \frac{|B_{max} \text{ or } B_{min} - B_{ave}|}{B_{ave}} \times 100$$

where, Bmax = Maximum brightness

Bmin = Minimum brightness

$$B_{ave} = \text{Average brightness} = \frac{\sum_{k=1}^9 (B(k))}{9}$$

5) Variation of color position on CIE is defined as difference between colors at  $\theta = 0^\circ$  and at  $\theta = 50^\circ$  &  $\phi = 0^\circ, 90^\circ, 180^\circ, 270^\circ$ .

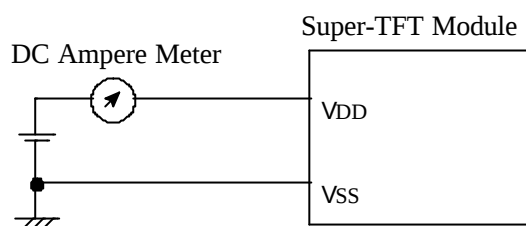
### 3. ELECTRICAL CHARACTERISTICS

#### 3.1 TFT-LCD Module

Ta=25 ,Vss=0V

| ITEM                           | SYMBOL | Min. | Typ. | Max. | Unit | Note  |
|--------------------------------|--------|------|------|------|------|-------|
| Power Supply Voltage           | VDD    | 11.4 | 12.0 | 12.6 | V    |       |
| Power Supply Current           | IDD    | -    | 0.5  | 0.8  | A    | 1),2) |
| Ripple Voltage of Power Supply | VDDR   | -    | -    | 0.15 | V    |       |

Note 1) DC current at fv=60.0Hz, fCLK=85MHz, VDD=12.0V and Display pattern is white.



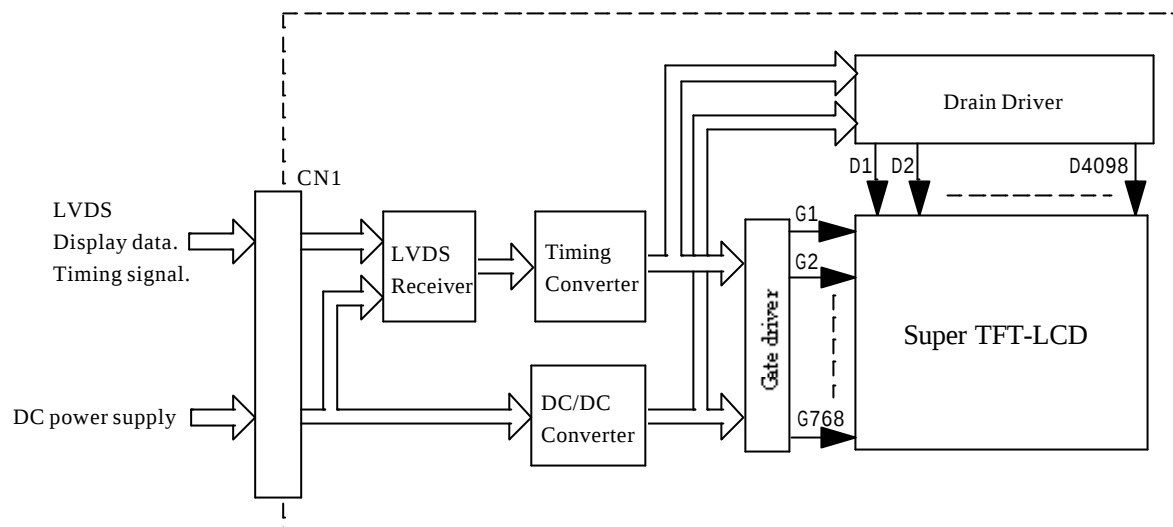
- 2) Current fuse is built in a module. Current capacity of power supply for VDD should be larger than 4A, so that the fuse can be opened at the trouble of power supply.

#### 3.2 Back Light

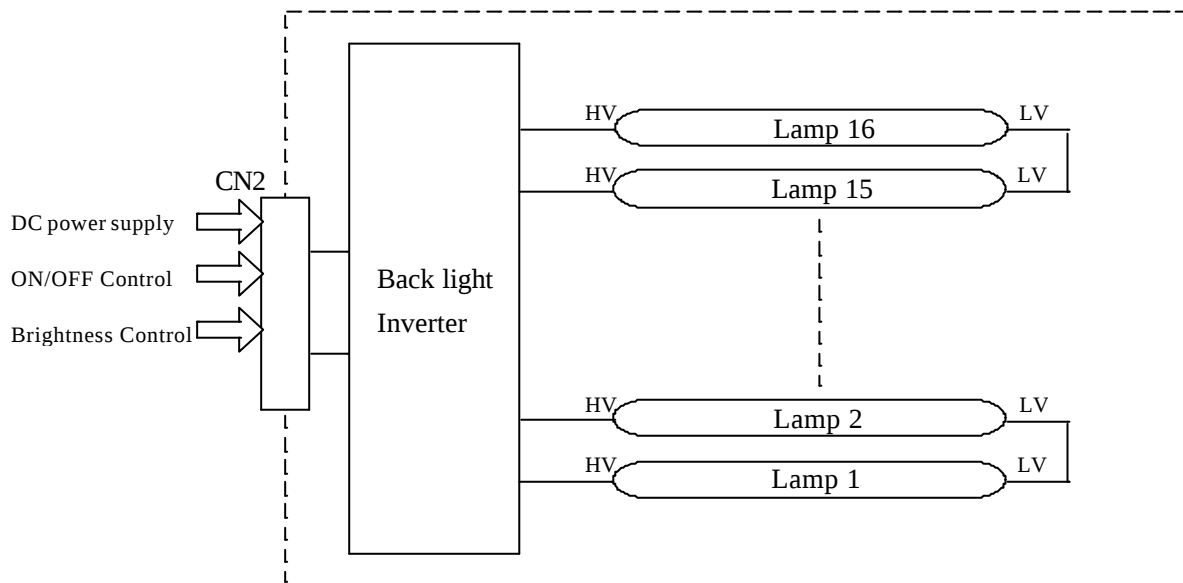
| ITEM               |                | Symbol  | VALUE |        |      | Unit  | Notes                            |
|--------------------|----------------|---------|-------|--------|------|-------|----------------------------------|
|                    |                |         | Min   | Typ    | Max  |       |                                  |
| Input Voltage      |                | Vin     | 21.6  | 24.0   | 26.4 | V     |                                  |
| Input Current      |                | Iin     | -     | 4.5    | 6.5  | A     | at Max Brightness. Vin=Min ~ Max |
| ON/OFF Control     | ON             | ON/OFF  | 2.2   | -      | 5.5  | V     |                                  |
| Input Voltage      | OFF            |         | 0     | -      | 0.8  | V     |                                  |
| Brightness Control | Min.Brightness | BRT     | -     | 0      | -    | V     |                                  |
| Input Voltage      | Max.Brightness |         | 3.0   | -      | 3.3  | V     |                                  |
| Output Current     |                | IL      | 4.5   | 5.0    | 5.5  | mArms | BRT=3.3V                         |
| PWM Duty           | Min.Brightness | On-Duty | -     | 20     | -    | %     | BRT=0V                           |
|                    | Max.Brightness |         | 100   | -      | -    |       | BRT=3.3V                         |
| Lamp Voltage       |                | VL      | -     | (1200) | -    | Vrms  | Ta=25                            |
| Starting Voltage   |                | Vs      | 1600  | -      | -    | Vrms  | Ta=0                             |
| Output Frequency   |                | f       | 50    | 55     | 60   | kHz   |                                  |

## 4. BLOCK DIAGRAM

### (1) Super-TFT Module



### (2) Back light unit





## **5. INTERFACE PIN ASSIGNMENT**

### **5.1 TFT-LCD MODULE**

CN1 : JAE FI-X30SSL-HF

(Matching connector : JAE FI-X30C2L or equivalent)

| Pin No. | Symbol | Description             | Note |
|---------|--------|-------------------------|------|
| 1       | VDD    | Power Supply (typ.+12V) | 1)   |
| 2       | VDD    |                         |      |
| 3       | VDD    |                         |      |
| 4       | VDD    |                         |      |
| 5       | VSS    | GND(0V)                 | 2)   |
| 6       | VSS    |                         |      |
| 7       | VSS    |                         |      |
| 8       | VSS    |                         |      |
| 9       | VSS    |                         |      |
| 10      | VSS    |                         |      |
| 11      | VSS    |                         |      |
| 12      | Rx0-   | Pixel Data              | 3)   |
| 13      | Rx0+   |                         |      |
| 14      | VSS    | GND(0V)                 | 2)   |
| 15      | Rx1-   | Pixel Data              | 3)   |
| 16      | Rx1+   |                         |      |
| 17      | VSS    | GND(0V)                 | 2)   |
| 18      | Rx2-   | Pixel Data              | 3)   |
| 19      | Rx2+   |                         |      |
| 20      | VSS    | GND(0V)                 | 2)   |
| 21      | CLK-   | Pixel Clock             | 3)   |
| 22      | CLK+   |                         |      |
| 23      | VSS    | GND(0V)                 | 2)   |
| 24      | Rx3-   | Pixel Data              | 3)   |
| 25      | Rx3+   |                         |      |
| 26      | VSS    | GND(0V)                 | 2)   |
| 27      | NC     |                         |      |
| 28      | NC     |                         |      |
| 29      | VSS    | GND(0V)                 | 2)   |
| 30      | VSS    |                         |      |

- Notes
- 1) All VDD pins shall be connected to +12.0V(Typ.).
  - 2) All VSS pins shall be grounded. Metal bezel is internally connected to VSS.
  - 3) Rx n+ and Rx n- (n=1,2,3) should be wired by twist-pairs or side-by-side FPC patterns, respectively.

## 5. 2 BACK-LIGHT UNIT

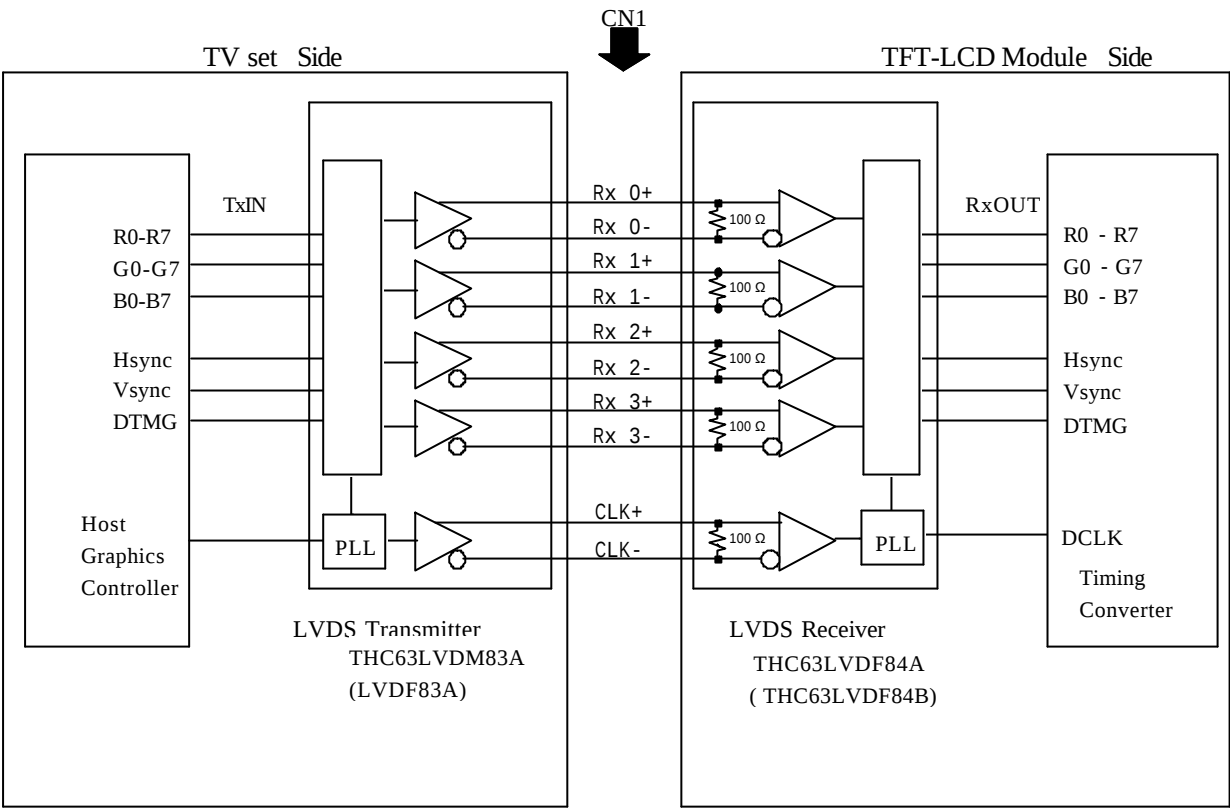
CN2 :JST S14B-PH-SM3-TB

(Matching connector : JST PHR-14 or equivalent)

| Pin No. | SYMBOL | Description                              | Note |
|---------|--------|------------------------------------------|------|
| 1       | VIN    | Power supply(Typ. 24.0V)                 | 1)   |
| 2       | VIN    |                                          |      |
| 3       | VIN    |                                          |      |
| 4       | VIN    |                                          |      |
| 5       | VIN    |                                          |      |
| 6       | VSS    | GND(0V)                                  | 2)   |
| 7       | VSS    |                                          |      |
| 8       | VSS    |                                          |      |
| 9       | VSS    |                                          |      |
| 10      | VSS    |                                          |      |
| 11      | NC     |                                          |      |
| 12      | ON/OFF | High:Lamp ON, Low:Lamp OFF               | 3)   |
| 13      | BRT    | High:Max.Brightness, Low:Min. Brightness | 4)   |
| 14      | VSS    | GND(0V)                                  | 2)   |

- Notes
- 1) All VIN pins shall be connected to +24.0V(Typ.).
  - 2) All VSS pins shall be grounded. Metal bezel is internally connected to VSS.
  - 3) High level:2.2 ~ 5.5V, Low level:0 ~ 0.8V
  - 4) High level:3.0 ~ 3.3V, Low level:0V

**BLOCK DIAGRAM OF INTERFACE**



- R0 ~ R7 : Pixel R Data  
G0 ~ G7 : Pixel G Data  
B0 ~ B7 : Pixel B Data  
HSYNC : Horizontal synchronization signal  
VSYNC : Vertical synchronization signal  
DTMG : Display timing signal

- Notes
- 1) The system must have the transmitter to drive the module.
  - 2) LVDS cable impedance shall be 50 ohms per signal line or about 100 ohms per twist-pair line when it is used differentially.

## LVDS INTERFACE

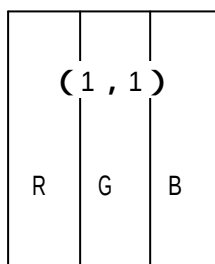
|       | SIGNAL  | TRANSMITTER<br>THC63LVDM83A |          | INTERFACE CONNECTOR |           | RECEIVER<br>THC63LVDF84A |           | TFT<br>CONTROL |
|-------|---------|-----------------------------|----------|---------------------|-----------|--------------------------|-----------|----------------|
|       |         | PIN                         | INPUT    | PC                  | TFT-LCD   | PIN                      | OUTPUT    | INPUT          |
| 24bit | R2      | 51                          | Tx IN0   | TA OUT0+            | Rx 0+     | 27                       | Rx OUT0   | R2             |
|       | R3      | 52                          | Tx IN1   |                     |           | 29                       | Rx OUT1   | R3             |
|       | R4      | 54                          | Tx IN2   |                     |           | 30                       | Rx OUT2   | R4             |
|       | R5      | 55                          | Tx IN3   |                     |           | 32                       | Rx OUT3   | R5             |
|       | R6      | 56                          | Tx IN4   | TA OUT0-            | Rx 0-     | 33                       | Rx OUT4   | R6             |
|       | R7      | 3                           | Tx IN6   |                     |           | 35                       | Rx OUT6   | R7             |
|       | G2      | 4                           | Tx IN7   |                     |           | 37                       | Rx OUT7   | G2             |
|       | G3      | 6                           | Tx IN8   |                     |           | 38                       | Rx OUT8   | G3             |
|       | G4      | 7                           | Tx IN9   | TA OUT1+            | Rx 1+     | 39                       | Rx OUT9   | G4             |
|       | G5      | 11                          | Tx IN12  |                     |           | 43                       | Rx OUT12  | G5             |
|       | G6      | 12                          | Tx IN13  |                     |           | 45                       | Rx OUT13  | G6             |
|       | G7      | 14                          | Tx IN14  |                     |           | 46                       | Rx OUT14  | G7             |
|       | B2      | 15                          | Tx IN15  | TA OUT1-            | Rx 1-     | 47                       | Rx OUT15  | B2             |
|       | B3      | 19                          | Tx IN18  |                     |           | 51                       | Rx OUT18  | B3             |
|       | B4      | 20                          | Tx IN19  |                     |           | 53                       | Rx OUT19  | B4             |
|       | B5      | 22                          | Tx IN20  |                     |           | 54                       | Rx OUT20  | B5             |
|       | B6      | 23                          | Tx IN21  | TA OUT2+            | Rx 2+     | 55                       | Rx OUT21  | B6             |
|       | B7      | 24                          | Tx IN22  |                     |           | 1                        | Rx OUT22  | B7             |
|       | HSYNC   | 27                          | Tx IN24  |                     |           | 3                        | Rx OUT24  | HSYNC          |
|       | VSYNC   | 28                          | Tx IN25  |                     |           | 5                        | Rx OUT25  | VSYNC          |
|       | DTMG    | 30                          | Tx IN26  | TA OUT2-            | Rx 2-     | 6                        | Rx OUT26  | DTMG           |
|       | R0      | 50                          | Tx IN27  |                     |           | 7                        | Rx OUT27  | R0             |
|       | R1      | 2                           | Tx IN5   |                     |           | 34                       | Rx OUT5   | R1             |
|       | G0      | 8                           | Tx IN10  |                     |           | 41                       | Rx OUT10  | G0             |
|       | G1      | 10                          | Tx IN11  | TA OUT3+            | Rx 3+     | 42                       | Rx OUT11  | G1             |
|       | B0      | 16                          | Tx IN16  |                     |           | 49                       | Rx OUT16  | B0             |
|       | B1      | 18                          | Tx IN17  |                     |           | 50                       | Rx OUT17  | B1             |
|       | RSVD 1) | 25                          | Tx IN23  |                     |           | 2                        | Rx OUT23  | not connect    |
|       | DCLK    | 31                          | TxCLK IN | TxCLK OUT+          | RxCLK IN+ | 26                       | RxCLK OUT | DCLK           |
|       |         |                             |          | TxCLK OUT-          | RxCLK IN- |                          |           |                |

R0 ~ R7 : Pixel R Data ( 7 ; MSB , 0 ; LSB )  
 G0 ~ G7 : Pixel G Data ( 7 ; MSB , 0 ; LSB )  
 B0 ~ B7 : Pixel B Data ( 7 ; MSB , 0 ; LSB )  
 HSYNC : Horizontal synchronization signal  
 VSYNC : Vertical synchronization signal  
 DTMG : Display timing signal

Notes 1) RSVD(reserved) pins on the transmitter shall be "H" or "L".

## CORRESPONDENCE BETWEEN INPUT DATA AND DISPLAY IMAGE

Display data of adjacent one pixel is latched during one cycle of DCLK.

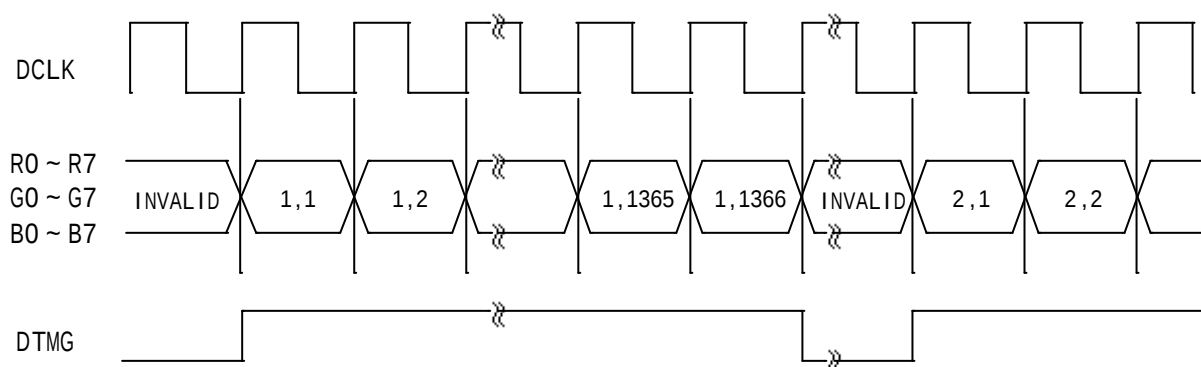


pixel : R0 ~ R7 :R data

G0 ~ G7 :G data

B0 ~ B7 :B data

|       |       |       |       |          |
|-------|-------|-------|-------|----------|
| 1,1   | 1,2   | 1,3   | ----- | 1,1366   |
| 2,1   | 2,2   | 2,3   | ----- | 2,1366   |
| 3,1   | 3,2   | 3,3   | ----- | 3,1366   |
| ⋮     | ⋮     | ⋮     |       | ⋮        |
| 768,1 | 768,2 | 768,3 | ----- | 768,1366 |



## RELATIONSHIP BETWEEN DISPLAY COLORS AND INPUT SIGNALS

| Color       |            | Red Data |    |    |    |    |    |    |    | Green Data |    |    |    |    |    |    |    | Blue Data |    |    |    |    |    |    |    |
|-------------|------------|----------|----|----|----|----|----|----|----|------------|----|----|----|----|----|----|----|-----------|----|----|----|----|----|----|----|
|             |            | R7       | R6 | R5 | R4 | R3 | R2 | R1 | R0 | G7         | G6 | G5 | G4 | G3 | G2 | G1 | G0 | B7        | B6 | B5 | B4 | B3 | B2 | B1 | B0 |
|             |            | MSB      |    |    |    |    |    |    |    | LSB        |    |    |    |    |    |    |    | MSB       |    |    |    |    |    |    |    |
| Basic Color | Black      | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Red (255)  | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Green(255) | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Blue (255) | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|             | Cyan       | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|             | Magenta    | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|             | Yellow     | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | White      | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
| Red         | Black      | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Red (1)    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Red (2)    | 0        | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | Red (254)  | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Red (255)  | 1        | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             |            |          |    |    |    |    |    |    |    |            |    |    |    |    |    |    |    |           |    |    |    |    |    |    |    |
| Green       | Black      | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Green(1)   | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 1  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Green(2)   | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 1  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | Green(254) | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Green(255) | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1          | 1  | 1  | 1  | 1  | 1  | 1  | 1  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             |            |          |    |    |    |    |    |    |    |            |    |    |    |    |    |    |    |           |    |    |    |    |    |    |    |
| Blue        | Black      | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 0  |
|             | Blue(1)    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 0  | 1  |
|             | Blue(2)    | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0         | 0  | 0  | 0  | 0  | 0  | 1  | 0  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | :          | :        | :  | :  | :  | :  | :  | :  | :  | :          | :  | :  | :  | :  | :  | :  | :  | :         | :  | :  | :  | :  | :  | :  | :  |
|             | Blue(254)  | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 0  |
|             | Blue(255)  | 0        | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 0          | 0  | 0  | 0  | 0  | 0  | 0  | 0  | 1         | 1  | 1  | 1  | 1  | 1  | 1  | 1  |
|             |            |          |    |    |    |    |    |    |    |            |    |    |    |    |    |    |    |           |    |    |    |    |    |    |    |

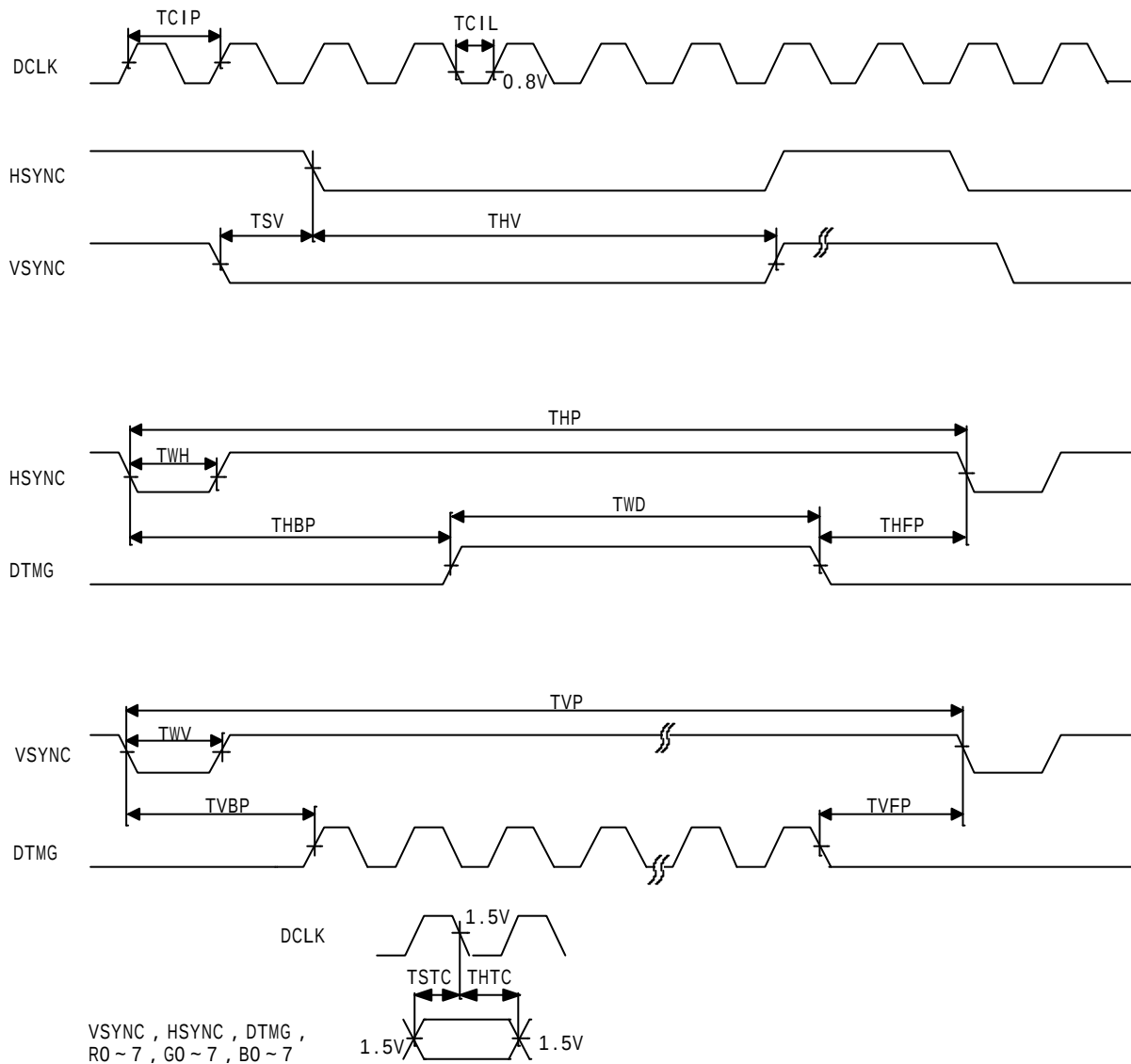
Notes 1) Definition of gray scale:

Color(n) · · · · Number in parenthesis indicates gray scale level. Larger n corresponds to brighter level.

2) Data: 1:High, 0:Low

## 6. INTERFACE TIMING

### 6.1 TIMING CHART



Notes 1) Reference level for each timing signal is 1.5V unless it is stated on the chart , high level voltage(VIH) and low level voltage(VIL) are defined as follows:

$V_{IH}$  2.0 V  $V_{IL}$  0.8 V

The above definition conforms to the specifications of LVDS transmitter (THC63LVDM83A / by THine Microsystems, Inc.).

2) The timing of DCLK to other signals conforms to the specifications of LVDS transmitter.

3) HSYNC, VSYNC timing is specified in negative polarity.

4) HSYNC pulse is needed while data is invalid (blanking period).

## 6.2 INTERFACE TIMING SPECIFICATIONS

### (1) I/F TIMING (60Hz)

|        | Item                   | Symbol | Min. | Typ. | Max. | Unit | Note        |
|--------|------------------------|--------|------|------|------|------|-------------|
| DCLK   | Frequency              | fCLK   | 78   | 85   | 87   | MHz  | D=TCIL/TCIP |
|        | Duty                   | D      | 0.35 | 0.5  | 0.65 | -    |             |
| HSYNC  | Frequency              | fH     | 46.3 | 46.4 | 46.8 | kHz  | 3)          |
|        | Period                 | THP    | 1410 | 1833 | 1992 | TCIP |             |
|        | Width-Active           | TWH    | 8    | -    | 240  | TCIP |             |
| VSYNC  | Frequency              | fV     | 58   | 60   | 62   | Hz   | to HSYNC    |
|        | Set up Time            | TSV    | 0    | -    | -    | TCIP |             |
|        | Hold Time              | THV    | 8    | -    | -    | TCIP |             |
|        | Period                 | TVP    | 772  | 773  | 780  | THP  |             |
|        | Width-Active           | TWV    | 1    | -    | 120  | THP  |             |
| DTMG   | Horizontal Back porch  | THBP   | 16   | -    | -    | TCIP | 1)          |
|        | Horizontal Front Porch | THFP   | 0    | -    | -    | TCIP |             |
|        | Vertical Back Porch    | TVBP   | 2    | -    | 1)   | THP  |             |
|        | Vertical Front porch   | TVFP   | 2    | -    | 1)   | THP  |             |
|        | Width-Active           | TWD    | 1366 | 1366 | 1366 | TCIP |             |
| COMMON | Set up Time            | TSTC   | 5    | -    | 2)   | ns   | 2)          |
|        | Hold Time              | THTC   | 3    | -    | 2)   | ns   |             |

### (2) I/F TIMING (50Hz)

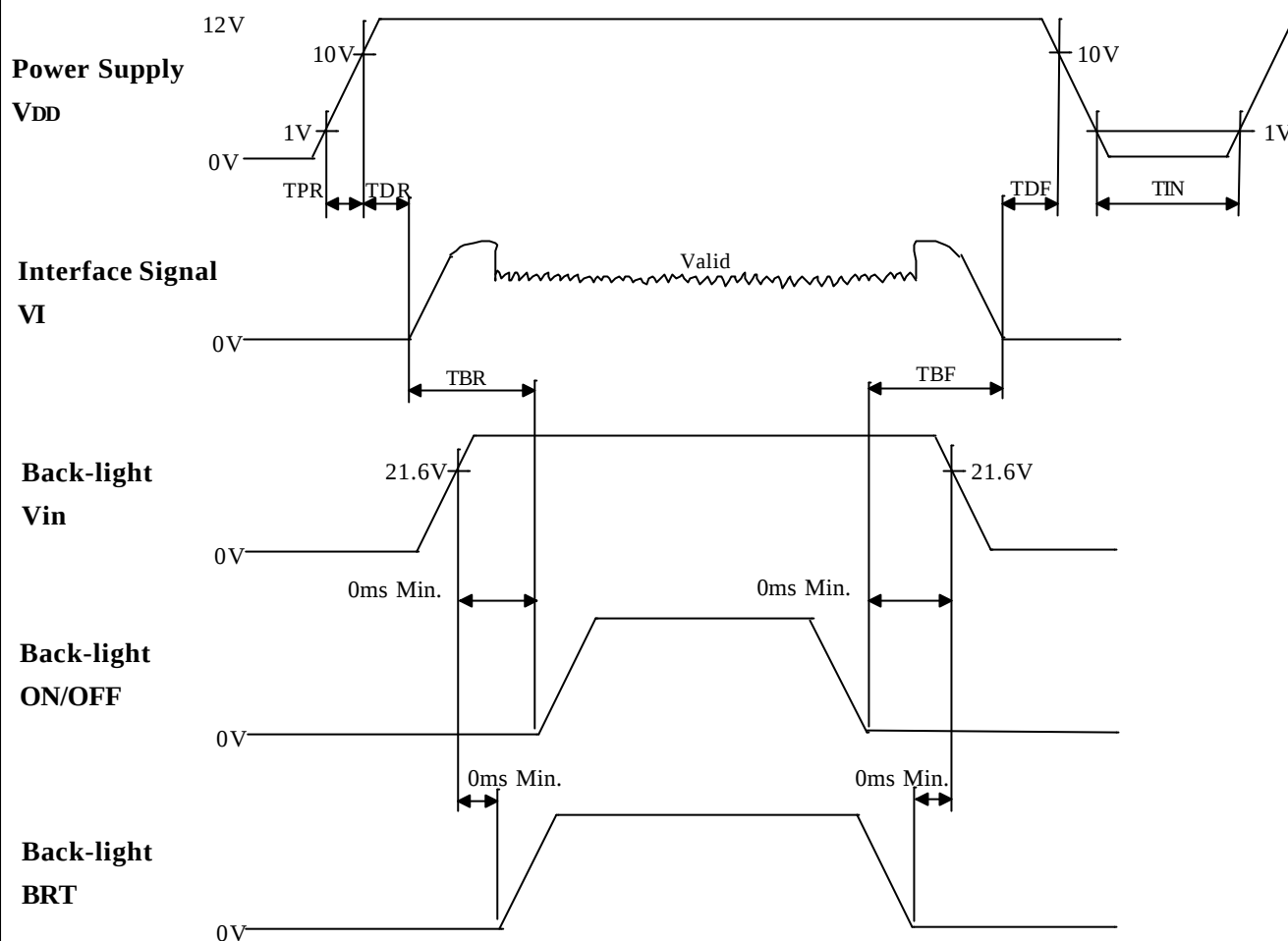
|        | Item                   | Symbol | Min. | Typ. | Max. | Unit | Note        |
|--------|------------------------|--------|------|------|------|------|-------------|
| DCLK   | Frequency              | fCLK   | 68   | 78   | 87   | MHz  | D=TCIL/TCIP |
|        | Duty                   | D      | 0.35 | 0.5  | 0.65 | -    |             |
| HSYNC  | Frequency              | fH     | 40   | 43   | 46   | kHz  | 3)          |
|        | Period                 | THP    | 1410 | 1814 | 1992 | TCIP |             |
|        | Width-Active           | TWH    | 8    | -    | 240  | TCIP |             |
| VSYNC  | Frequency              | fV     | 48   | 50   | 52   | Hz   | to HSYNC    |
|        | Set up Time            | TSV    | 0    | -    | -    | TCIP |             |
|        | Hold Time              | THV    | 8    | -    | -    | TCIP |             |
|        | Period                 | TVP    | 772  | 860  | 1080 | THP  |             |
|        | Width-Active           | TWV    | 1    | -    | 120  | THP  |             |
| DTMG   | Horizontal Back porch  | THBP   | 16   | -    | -    | TCIP | 1)          |
|        | Horizontal Front Porch | THFP   | 0    | -    | -    | TCIP |             |
|        | Vertical Back Porch    | TVBP   | 2    | -    | -    | THP  |             |
|        | Vertical Front porch   | TVFP   | 2    | -    | -    | THP  |             |
|        | Width-Active           | TWD    | 1366 | 1366 | 1366 | TCIP |             |
| COMMON | Set up Time            | TSTC   | 5    | -    | 2)   | ns   | 2)          |
|        | Hold Time              | THTC   | 3    | -    | 2)   | ns   |             |

In addition to the above, these timing should conform to the followings.

- 1) TVBP+TVFP 4 THP
- 2) TSTC and THTC conform to the specifications of LVDS transmitter.  
It is preferable to check the specifications of LVDS transmitter in your system.
- 3) Frequency of power supply for a CFL may cause the interference with HSYNC frequency and cause beat or flicker on the display.  
Therefore, HSYNC frequency shall be as different as possible from lamp frequency in order to avoid the interference.



### 6.3 TIMING BETWEEN INTERFACE SIGNALS AND POWER SUPPLY

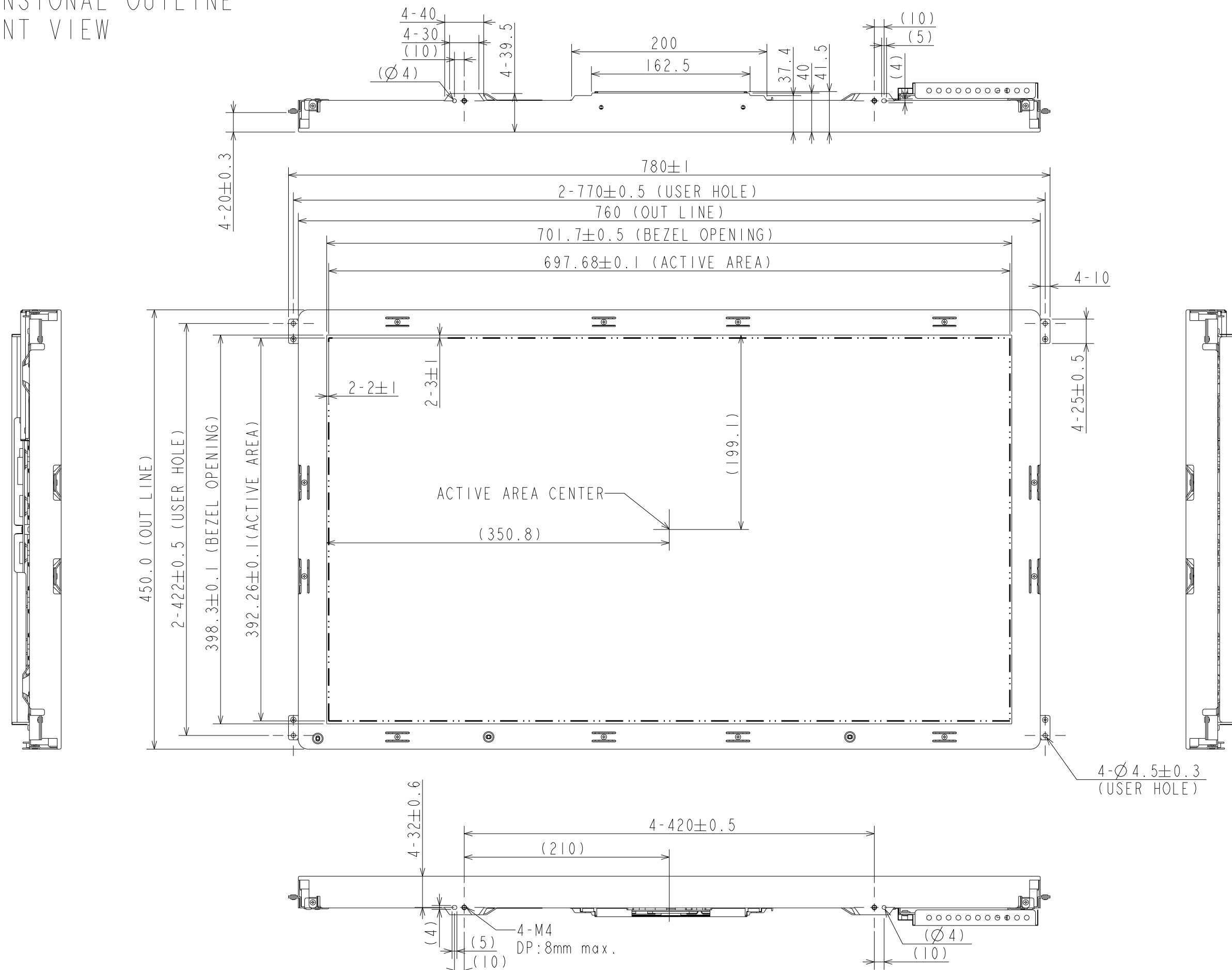


#### Note

1) Timing of power supply voltage and input signals should be used under the following specifications.

|       |     |       |
|-------|-----|-------|
| 0ms   | TPR | 10ms  |
| 10ms  | TDR | 50ms  |
| 0ms   | TDF | 50ms  |
|       | TIN | 1s    |
| 200ms | TBR |       |
|       | TBF | 100ms |

# 7. DIMENSIONAL OUTLINE (1) FRONT VIEW



Note 1) The dimension in a parenthesis is a reference value.  
2) Unspecified tolerance to be ±0.8

Hitachi Displays, Ltd.

Date

Dec.6,2004

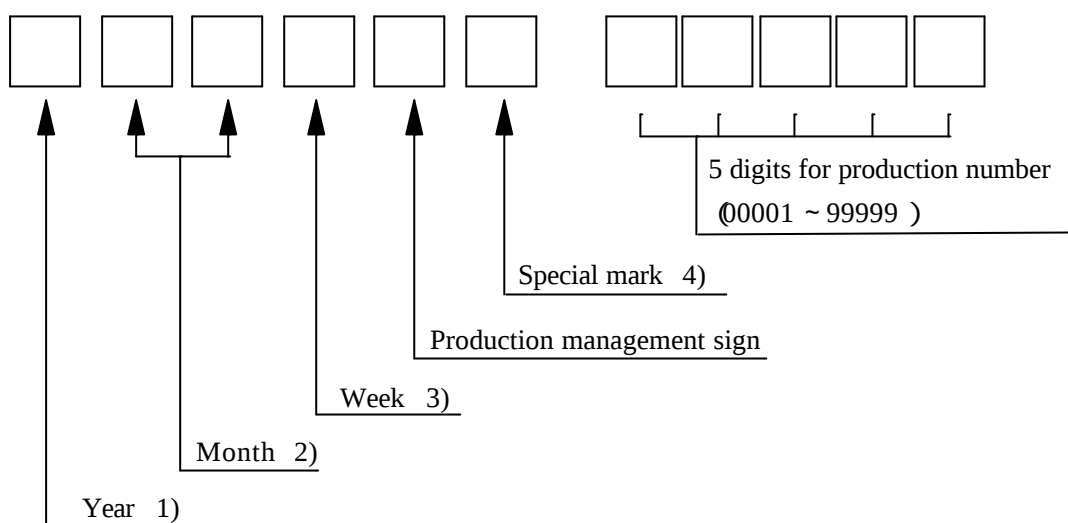
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Page 10-1/2



## 8.1 LOT MARK



1)

| Year | Mark |
|------|------|
| 2004 | 4    |
| 2005 | 5    |
| 2006 | 6    |
| 2007 | 7    |

2)

| Month | Mark | Month | Mark |
|-------|------|-------|------|
| 1     | 01   | 7     | 07   |
| 2     | 02   | 8     | 08   |
| 3     | 03   | 9     | 09   |
| 4     | 04   | 10    | 10   |
| 5     | 05   | 11    | 11   |
| 6     | 06   | 12    | 12   |

3)

| Week (Day ) | Mark |
|-------------|------|
| 1 ~ 7       | 1    |
| 8 ~ 14      | 2    |
| 15 ~ 21     | 3    |
| 22 ~ 28     | 4    |
| 29 ~ 31     | 5    |

- 4) It is the mark that was opened up by production person to take correspondence with production number.

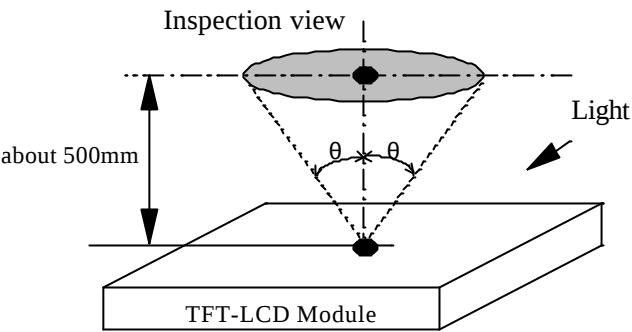
Lot mark is printed on a label. The label is on the metallic bezel as shown in 7. External Dimensional. The style of character will be changed without notice.



9. COSMETIC SPECIFICATIONS

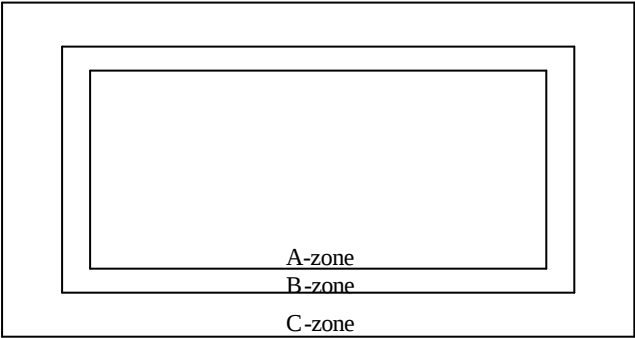
9.1 Condition for cosmetic inspection

- (1) Viewing zone
  - a) The figure shows the correspondence between eyes (of inspector) and TFT-LCD module.
    - $\theta = 45^\circ$  : when non-operating inspection
    - $\theta = 5^\circ$  : when operating inspection
  - b) Inspection should be executed only from front side and only A-zone. Cosmetic of B-zone and C-zone are ignore. (refer to 9.2 Definition of zone)



- (2) Environmental
  - a) Temperature : 25 degrees
  - b) Ambient light : about 700 lx and non-directive when operating inspection.  
: about 1000 lx and non-directive when non-operating inspection.
  - c) Back-light : when non-operating inspection, back-light should be off .

9.2 Definition of zone



- A-zone : Display area (pixel area)
- B-zone : Area between A-zone and C-zone
- C-zone : Metallic bezel area

### 9.3 COSMETIC SPECIFICATIONS

When displaying conditions are not stable (ex. at turn on or off), the following specifications are not applied.

|                      | No.                                                                             | ITEM                                                                       |              |            | Max. acceptable number      | Unit  | Note     |
|----------------------|---------------------------------------------------------------------------------|----------------------------------------------------------------------------|--------------|------------|-----------------------------|-------|----------|
|                      |                                                                                 |                                                                            |              |            | A-zone                      |       |          |
| Operating inspection | 1                                                                               | Dot defect                                                                 | Sparkle mode | 1-dot      | 6                           | pcs   | 1),2)    |
|                      |                                                                                 |                                                                            |              | 2-dots     | 2                           | Units | 1),2),5) |
|                      |                                                                                 |                                                                            |              | 3-dots     | 1                           |       |          |
|                      |                                                                                 |                                                                            |              | 4-dots     | 0                           |       |          |
|                      |                                                                                 |                                                                            |              | Density    | 3                           |       |          |
|                      |                                                                                 |                                                                            |              | Total      | 7                           | pcs   | 1),2)    |
|                      |                                                                                 |                                                                            | Black mode   | 1-dot      | 15                          | pcs   | 1),3),4) |
|                      |                                                                                 |                                                                            |              | 2-dots     | 3                           | Units | 1),3),5) |
|                      |                                                                                 |                                                                            |              | 3-dots     | 1                           |       |          |
|                      |                                                                                 |                                                                            |              | 4-dots     | 0                           |       |          |
|                      |                                                                                 |                                                                            |              | Density    | 4                           |       |          |
|                      |                                                                                 |                                                                            |              | Total      | 15                          | pcs   | 1),3)    |
|                      |                                                                                 |                                                                            | Total        | 21         | pcs                         | 1)    |          |
|                      | 2                                                                               | Line defect                                                                |              |            | Serious one is not allowed. | —     | —        |
|                      | 3                                                                               | Uneven brightness                                                          |              |            |                             |       |          |
|                      | 4                                                                               | Stain inclusion<br>[<br>Line shape<br>W : width(mm)<br>L : length(mm)<br>] | W<=0.08      | L : Ignore | Ignore                      | pcs   | 7)       |
|                      |                                                                                 |                                                                            |              | W<=0.25    | L<=2.0                      |       |          |
|                      |                                                                                 |                                                                            | 2.0<L<=4.0   |            | 8                           |       |          |
|                      |                                                                                 |                                                                            | L>4.0        |            | 0                           |       |          |
|                      |                                                                                 |                                                                            |              |            | 0                           |       |          |
|                      |                                                                                 |                                                                            | W>0.25       | —          | (See dot shape)             |       |          |
|                      | 5                                                                               | Stain inclusion<br>[<br>Dot shape<br>D : ave. dia.(mm)<br>]                | D<=0.5       |            | Ignore                      | pcs   | 7)       |
|                      |                                                                                 |                                                                            | D<=1.0       |            | 8                           |       |          |
| D>1.0                |                                                                                 |                                                                            | 0            |            |                             |       |          |
| 6                    | Scratch on polarizer<br>[<br>Line shape<br>W : width(mm)<br>L : length(mm)<br>] | W<=0.15                                                                    | L : Ignore   | Ignore     | pcs                         | 8)    |          |
|                      |                                                                                 |                                                                            | W<=0.3       | L<=20      |                             |       | 10       |
|                      |                                                                                 |                                                                            |              | L>20       |                             |       | 0        |
|                      |                                                                                 | W>0.5                                                                      | —            | 0          |                             |       |          |
| 7                    | Scratch on polarizer<br>[<br>Dot shape<br>D : ave. dia.(mm)<br>]                | D<=0.6                                                                     |              | Ignore     | pcs                         | 8)    |          |
|                      |                                                                                 | D<=1.0                                                                     |              | 10         |                             |       |          |
|                      |                                                                                 | D>1.0                                                                      |              | 0          |                             |       |          |

|                             | No. | ITEM                                                      | Max. acceptable number<br>A-zone | Unit   | Note      |
|-----------------------------|-----|-----------------------------------------------------------|----------------------------------|--------|-----------|
| non-operating<br>inspection | 8   | Bubbles, peeling<br>in polarizer<br>[ D : ave. dia.(mm) ] | D≤0.5                            | Ignore | pcs<br>8) |
|                             |     |                                                           | D≤1.0                            | 10     |           |
|                             |     |                                                           | D>1.0                            | 0      |           |
|                             | 9   | Wrinkles on polarizer                                     | Serious one is<br>not allowed.   | -      | -         |

Note 1) Dot defect : defect area > 1/2 dot

2) Sparkle mode : brightness of dot is more than 30% at black. (visible to eye)

3) Black mode : brightness of dot is less than 70% at white. (visible to eye)

4) 1 dot : defect dot is isolated, not attached to other defect dot.

5) N dots : N defect dots are consecutive. (N means the number of defects dots)

6) Density : number of defect dots inside 20mm φ .

7) Those stains which can be wiped out easily are acceptable.

8) Polarizer area inside of B-zone is not applied.

9) No major (serious) defects when viewed in gray scale mode.

## 9. PRECAUTION

Please pay attention to the followings when a Super-TFT module with a back-light unit is used, handled and mounted.

### 9.1 Precaution to handling and mounting

- (1) Applying strong force to a part of the module may cause partial deformation of frame or mold, and cause damage to the display.
- (2) The module should gently and firmly be held by both hands. Never hold by just one hand in order to avoid any internal damage. Never drop or hit the module.
- (3) The module should be installed with mounting holes at each corner of a module.
- (4) Uneven force such as twisted stress should not be applied to a module when a module is mounted on the cover case. The cover case must have sufficient strength so that external force can not be transmitted directly to a module.
- (5) It is recommended to leave a space between a module and a holding board of a module so that partial force is not applied to a module.

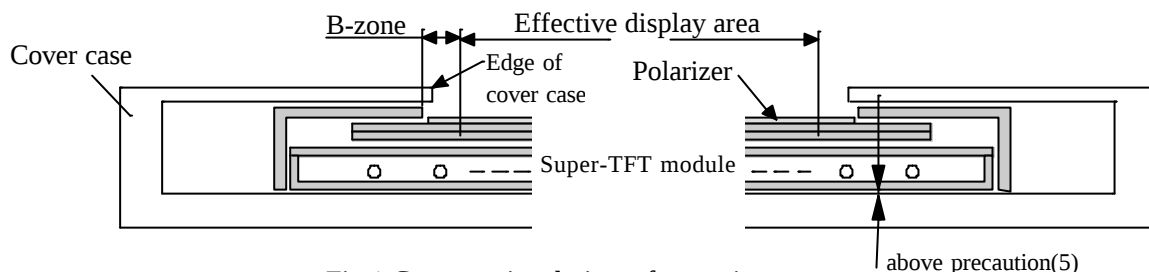


Fig.1 Cross sectional view of a monitor set

- (6) The edge of a cover case should be located inside more than 1mm from the edge of a module front frame.
- (7) A transparent protective plate should be added on the display area of a module in order to protect a polarizer and Super-TFT cell. The transparent protective plate should have sufficient strength so that the plate can not touch a module by external force.
- (8) Materials included acetic acid and choline should not be used for a cover case as well as other parts and boards near a module. Acetic acid attacks a polarizer. Choline attacks electric circuits due to electro-chemical reaction.
- (9) The polarizer on a TFT cell should carefully be handled due to its softness, and should not be touched, pushed or rubbed with glass, tweezers or anything harder than HB pencil lead. The surface of a polarizer should not be touched and rubbed with bare hand, greasy clothes or dusty clothes.
- (10) The surface of a polarizer should be gently wiped with absorbent cotton, chamois or other soft materials slightly contained petroleum benzene when the surface becomes dirty. Normal-hexane as cleaning chemicals is recommended in order to clean adhesives which fix front/rear polarizers on a Super-TFT cell. Other cleaning chemicals such as acetone, toluen and alcohol should not be used to clean adhesives because they cause chemical damage to a polarizer.
- (11) Saliva or water drops should be immediately wiped off. Otherwise, the portion of a polarizer may be deformed and its color may be faded.
- (12) The module should not be opened or modified. It may cause not to operate properly.



- (13) Metallic bezel of a module should not be handled with bare hand or dirty gloves. Otherwise, color of a metallic frame may become dirty during its storage. It is recommended to use clean soft gloves and clean finger stalls when a module is handled at incoming inspection process and production (assembly) process.
- (14) Lamp(CCFL) cables should not be pulled and held.

## **9.2 Precaution to operation**

- (1) The ambient temperature near the operated module should be satisfied with the absolute maximum ratings. Unless it meets the specifications, sufficient cooling system should be adopted to system.
- (2) The spike noise causes the mis-operation of a module. The level of spike noise should be as follows:  
-200mV<=over- and under- shoot of VDD <= +200mV  
VDD including over- and under- shoot should be satisfied with the absolute maximum ratings.
- (3) Optical response time, luminance and chromaticity depend on the temperature of a Super-TFT module. Response time and saturation time of CCFL luminance become longer at lower temperature operation.
- (4) Sudden temperature change may cause dew on and/or in the a module. Dew males damage to a polarizer and/or electrical contacting portion. Dew causes fading of displayed quality.
- (5) Fixed patterns displayed on a module for a long time may cause after-image. It will be recovered soon.
- (6) A module has high frequency circuits. Sufficient suppression to electromagnetic interference should be done by system manufacturers. Grounding and shielding methods may be effective to minimize the interference.
- (7) Noise may be heard when a back-light is operated. If necessary, sufficient suppression should be done by system manufacturers.
- (8) The module should not be connected or removed while a main system works.
- (9) Inserting or pulling I/F connectors causes any trouble when power supply and signal dates are on-state.I/F connectors should be inserted and pulled after power supply and signal dates are turned off.

## **9.3 Electrostatic discharge control**

- (1) Since a module consists of a Super-TFT cell and electronic circuits with CMOS-ICs, which are very weak to electrostatic discharge, persons who are handling a module should be grounded through adequate methods such as a list band. I/F connector pins should not be touched directly with bare hands.
- (2) Protection film for a polarizer on a module should be slowly peeled off so that the electrostatic charge can be minimized.

## **9.4 Precaution to strong light exposure**

- (1) A module should not be exposed under strong light. Otherwise, characteristics of a polarizer and color filter in a module may be degraded.

## **9.5 Precaution to storage**

When modules for replacement are stored for a long time, following precautions should be taken care of:

- (1) Modules should be stored in a dark place. It is prohibited to apply sunlight or fluorescent light during storage. Modules should be stored at 0 to 35°C at normal humidity (60%RH or less).
- (2) The surface of polarizers should not come in contact with any other object. It is recommended that modules should be stored in the Hitachi's shipping box.

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|------------------------|------|------------|-----------|--------------------|------|--------|
| Hitachi Displays, Ltd. | Date | Dec.6,2004 | Sheet No. | 3284STD - 2345 - 2 | Page | 13-2/3 |
|------------------------|------|------------|-----------|--------------------|------|--------|

## **9.6 Precaution to handling protection film**

- (1) The protection film for polarizers should be peeled off slowly and carefully by persons who are electrically grounded with adequate methods such as a list band. Besides, ionized air should be blown over during peeling action. Dusts on a polarizer should be blown off by an ionized nitrogen gun and so on.
- (2) The protection film should be peeling off without rubbing it to the polarizer. Because, if the film is rubbed together with the polarizer, since the film is attached to the polarizer with a small amount of adhesive, the adhesive may remain on a polarizer.
- (3) The module with protection film should be stored on the conditions explained in 9.5 (1). However, in case that the storage time is too long, adhesive may remain on a polarizer even after a protection film is peeled off. Besides, in case that a module is stored at higher temperature and/or higher humidity, adhesive may remain on a polarizer. The remained adhesive may cause non-uniformity of display image.
- (4) The adhesive can be removed easily with Normal-Hexane. The remained adhesive or its vestige on the polarizer should be wiped off with absorbent cotton or other soft materials such as chamois slightly contained Normal-Hexane.

## **9.7 Safety**

- (1) Since a Super-TFT cell and lamps are made of glass, handling to the broken module should be taken care sufficiently in order not to be injured. Hands touched liquid crystal from a broken cell should be washed sufficiently.
- (2) The module should not be taken apart during operation so that back-light drives by high voltage.

## **9.8 Environmental protection**

- (1) The Super-TFT module contains cold cathode fluorescent lamps. Please follow local ordinance or regulations for its disposal.
- (2) Flexible circuits board and printed circuits board used in a module contain small amount of lead. Please follow local ordinance or regulations for its disposal.

## **9.9 Use restrictions and limitations**

- (1) This product is not authorized for use in life support devices or systems, military applications or other applications which pose a significant risk of personal injury.
- (2) In no event shall Hitachi, Ltd., be liable for any incidental, indirect or consequential damages in connection with the installation or use of this product, even if informed of the possibility thereof in advance. These limitations apply to all causes of action in the aggregate, including without limitation breach of contract, breach of warranty, negligence, strict liability, misrepresentation and other torts.

## **9.10 Others**

- (1) Electrical components which may not affect electrical performance are subjective to change without notice because of their availability.

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|------------------------|------|------------|-----------|--------------------|------|--------|
| Hitachi Displays, Ltd. | Date | Dec.6,2004 | Sheet No. | 3284STD - 2345 - 2 | Page | 13-3/3 |
|------------------------|------|------------|-----------|--------------------|------|--------|